Group North Historical Wargames Society
presents

X-WING
LIGHTSPEED
MINIATURES GAME

Episode 6: Look at the size of that thing

September 12th - 12pm to 7pm
4 rounds, 100 pt games
$10 members, $15 non-members
Email xwing@houseofholden.net
www.groupnorth.biz/tournaments.html

Main Prize
support by the hobby MATRIX

Door Prize
donated by Nerdvana Games SA

LIGHTSPEED

Episode 6: Look at the size of that thing

September 12th 2015, 12pm to 7pm
Players Pack 1.0

Group North Historical Wargames Society is proud to present the next instalment of their Fantasy Flight Games **X-Wing Battles** competition.

This is a competition of Rebel versus Imperial fleets. Players will control 100 points of ships and upgrades. Battles will be fought across a range of missions described in this players pack. There are no Scum and Villainy fleets in this competition though upgrade cards from those packs may be used.

The competition will run for 4 rounds of 75 minutes. The rounds will be fought as follows:

1. 100 point dog-fight (per FFG tournament rules)
2. Frigate capture
3. Gravity Well
4. 100 point dog-fight (different deployment)

Prizes have been donated by The Hobby Matrix. Prizes are distributed to the best pilots on each fleet as well as prizes for the winning side.

The competition starts at 12pm and should finish before 7pm

however the ending time may vary depending on speed of game play during the day.

ENTRY

Fees are $10 for Group North members and $15 for non-members. Entries submitted by September 5th are eligible for an early entry random prize draw donated by Nerdvana Games. Entries can be received on the day in cash up to 12pm.

Electronic payment can be made to the following account:

Account Name: Mr L Holden
Account Number: 4286217
BSB: 805 050

Use your "XW *name*" as the reference number then email details to xwing@houseofholden.net. Alternatively request a PayPal invoice by emailing details to the above address.

When entering please nominate your preferred faction and if you can play the alternative faction. Preference is given in order of paid entries.

GAME RULES

Copies are available at the Fantasy Flight Games website. The rules will be supplemented by the latest FAQ. No Epic or Cinematic ships or rules will be allowed unless stated in a scenario. No Scum and Villainy ships may be used. Upgrades from these packs may be used provided they aren't restricted to the Scum and Villainy faction.

The FFG tournament ranking is applied except where noted later in this player pack.

MISSION 1 – DOGFIGHT

The Death Star is no more. The blast above Endor that has crippled the Empire still hasn't dealt with all of the Imperial fleet. Desperate battles still rage as Imperial forces look to regather and strike back against the Rebel fleet while it is concentrated in one place.

This is a standard FFG dogfight.

MISSION 2 – FRIGATE CAPTURE

A desperate battle wages between soldiers aboard an escaping huge ship. Two fleets are rushed to provide support. Control of the ship will provide a vital resource in this engagement.

Objective
Each side is trying to gain control of the huge ship when it leaves the board. The ship has 6 control points, one at each corner and one on either side of the middle line on the ship. Each control point can be unclaimed or claimed by one of the players.

If the huge ship moves off the board the players will gain 10 match points per control point they claim.

If the opponents fleet is destroyed and they control more of the ship then the game continues until the ship leaves the board or the remaining player claims more control points than the opponent, at which point they can claim all 60 bonus points from owning the ship.

If the game ends and the ship hasn't left the board each player will score 5 bonus match points for each control point they claim.

Players score normal Match Points for destroyed ships and the bonus points described above. The total Match Points are used to determine the winner. If the Margin of Victory score is less than 0 is treated as scoring 0 instead.

The game will play for the full allocated time or until one fleet is destroyed and the ship controlled. If the ship leaves and each player still has their fleet on the table the game continues as a normal dog-fight (with the bonus points awarded at the end of the game still).

Deployment
Place a single huge ship in the middle of the board with the whole aft section touching the Imperial players left edge. Use a CR-90 or similar base size model (e.g. Imperial Raider) or the supplied markers for the huge ship (the CR-75 is too small).

Then place 4 obstacles on the board, starting with the Initiative player. Obstacles must be Range 2 from the edge and Range 1 from any ship or other obstacle.

Each fleet is then deployed normally.

Rules
The huge-ship does not use standard Epic Play rules. The ship has a special set of movement options. It does not fire in the game, nor can it be fired at to cause damage. It does not suffer damage when running over obstacles or ships, though in these cases it will skip it's Perform Action step. The ship doesn't use energy tokens. Running on the ship, or the ship running over other ships applies as normal.

At the Planning Phase the current controlling player may place

a movement dial set to any or 1 bank left or right or straight speed 2 or 3. The huge ship will move after all of the other ships have moved. If no dial is played or an illegal movement was plotted the ship instead drifts forward 1 straight. The ship moves using the Huge ship movement template.

If the Huge ship overlaps a small or large ship that ship is destroyed. If the Huge ship overlaps an obstacle token that token is destroyed. Additionally in both cases the ship will skip it's Perform Action phase. It doesn't take any damage. This is a deviation from the standard Huge ship rules.

During the ships Perform Action step the current controller of the ship may perform one Coordinate action. Note the player controlling the ship at this stage may have changed from the player controlling it when the movement was plotted.

As soon as any part of the ships base leaves the play area the bonus points are awarded for secured points.

Controlling
Controlling represents the fleet providing support to the troops battling aboard the vessel, either as information detected from outside or limited fire support to stop troop movement within the ship.

Rebel claims are marked by using a number token with the light side showing. Imperial claims are marked by using a number token with the dark side showing. An unclaimed control point has no marker.

There are two methods of claiming the control points. All ships have a special **Secure** action. This action will allow the player to select one control point at Range 1 of the ship and mark it as

controlled by they player. This special action is not an action on the ships action bar.

The other option is that a ship may shoot at a control point. Control Points have 1 Defence die to reflect their small size and the difficulty of supporting the troops on the ship. If the control point is hit a claimed point is changed to unclaimed and an unclaimed point is changed to controlled by the shooting player.

At any time a controller is required the player that currently claims more control points than the opponent is the controller.

MISSION 3 – GRAVITY WELL

The battlefield is littered with valuable resources that will be needed to keep the war going. Both fleets are fighting to control the location around a damaged gravity drive that is pulling resources towards it.

Objective
Vital resources have been caught within a gravity drive effect. These resources will be vital for the upcoming battles.

Ships are to capture the resource tokens (represented by satellite tokens from the starter box set). A resource token is captured when a ships base overlaps the token at any point in it's activation. Captured resource tokens are removed from the supply and kept in front of the player.

Additionally objectives give a short-term boost to the ship. When an objective is acquired the player will pick one of the face down boost chits and reveal it to all players. The chit effects are:
- **Pilot**: A +1 boost to pilot skill until the ship is hit from

an attack (even if the attack deals no damage), then discard the upgrade.

- **Ammo**: Add a bonus red die to all primary attacks until the ship fails to hit, then discard the upgrade.
- **Shield**: The ship gains a shield token. This shiled token can be applied to ships with no shields or exceed the maximum shield value. Discard the upgrade.
- **Sensors**: Gain a bonus free action once, then discard the upgrade.
- **Scanners**: Perform an action when stressed once, then discard the upgrade.
- **Hull**: Use as an action to flip a face up damage card face down or remove a face down damage card then discard the upgrade.

Players score normal Match Points for destroyed ships. Additionally the opposing fleet is destroyed the winner will score 10 bonus points for each captured resource token and each token remaining in the supply. If the game ends due to time each player will gain 10 bonus points per resource token captured. If the Margin of Victory score is less than 0 is treated as scoring 0 instead.

Set-up
A single gravity drive token is placed in the middle of the board. A pool of 6 satellite tokens (used for resource tokens) is formed and 6 obstacle tokens (3 from each player).

The 6 bonus chits are placed face down next to the table.

Each fleet is deployed as per normal rules.

Then each player, starting with the Initiative player and alternating turns will place 2 asteroid tokens and one satellite

token on the edge of the board at any location more than Range 1 from any other ship or token and then one asteroid token is put at Range 3 from the centre and Range 1 from any other token. The remaining tokens are placed in a supply pile by the edge of the table.

A turn marker is set up with a marker placed on the 8 band.

Rules
Before the Planning Phase each turn a player will roll a d6. If the value is over the current turn marker value then a gravity pulse occurs. Otherwise all tokens are now pulled close to the drive and the turn marker is reduced by 1. When a gravity pulse occurs return the turn marker back to the 8 box.

Each player will take turns moving all tokens on the board. Randomly determine who the first player is and then alternate turns until all tokens have moved. A token is moved by taking a movement template and touching the edge of token facing towards the gravity drive. Move the token to the other side of the token so that some part of it is touching. If the turn is under round 4 the movement template is straight 1, otherwise the movement template is straight 2. The template moves straight 2 for a gravity pulse regardless of the turn.

If a movement template or token overlaps the gravity drive it is returned to the supply. If a template overlaps a ship then it is placed in front of the ship touching its front edge (this may cause it to be returned to the supply if it overlaps the gravity drive). If a token overlaps another token it is destroyed and returned to the supply.

After all tokens have moved the player who is to next move a token will take one token from the supply and put it any board

edge more than range 1 from another token. Then the other player will do this and the players will move on the Planning Phase. If there are no tokens to return the player skips placement.

When a gravity pulse occurs any ship in range one of the gravity drive will be assigned a face down damage card. Then all ships are assigned one stress token.

If a ships movement template or token overlaps the gravity drive it is assigned one face up damage card and skips it's perform action step. The gravity drive is not an obstacle.

Tokens that are not from the supply (e.g. bomb tokens) are not moved by the gravity drive. Obstacle tokens may overlap these tokens and not be removed.

MISSION 4 – VANGUARD

The victories have been telling for one side and now a desperate rear-guard action must be fought to hold off the advance force of the pursuing fleet.

A standard dog-fight mission with the following modifications to deployment.

Set-up
The player from the fleet that is losing picks one corner on their table edge. All ships must be deployed within Range band 3 of that edge (forming a semi-circular deployment zone). All parts of the base must be within the deployment area.

The opposing fleet can then deploy within range 1 of either edge on the opposite side of the board.

During deployment players will receive an **Advantage** token for each win they have had in the previous rounds (excluding byes), plus one if their faction has the most victories at the start of this round.

Rules
An Advantage token can be used at any time to do one of the following:
- Allow an action to be performed while the ship has one or more Stress Tokens assigned to it.
- Allow a ship to perform an action when it would normally skip the Perform Action step.
- Re-roll all dice for an attack roll. This will include any dice that have already been modified or re-rolled. These dice can't be further re-rolled.
- Re-roll all dice for a defence roll. This will include any dice that have already been modified or re-rolled. These dice can't be further re-rolled.

Each token can only be used once.

RANKING

First round allocations will be random. All matches will be between Rebel and Imperial forces. Subsequent rounds will see the top placed Rebel versus the top placed Imperial and working down the match ups. No player will play another player more than once and match-ups may be adjusted to ensure this.

In the event of odd players the lowest place person receives a bye and scores a Match Win and 150 Margin Points. They will score no fleet victory points. A player will not have a bye more than once.

In the event that the Rebel and Imperial factions are not even then the excess members of the faction will fight the current round mission between themselves. They will score their ranking points but will add no fleet victory points.

Each round will be 75 minutes.

The winning faction will be determined on the total number of fleet victory points. One fleet victory point is earned for each victory of that faction in the rounds.

Each fleet will have a first and second place winner based on their tournament points and Margin of Victory. The total winner is the player with the most tournament points and Margin of Victory.

Due to the nature of Lightspeed the best players may be allied and may not have played against each other. Lightspeed determines the best pilot of one faction against the best pilots of the other faction.

MINIATURES AND COMPONENTS

All miniatures are to be official X-Wing Battles miniature excluding epic ships. Custom bases and rulers will be allowed if they measure exactly the same as the core components. Only official cards released with X-Wing Miniature Game products can be used (i.e., no home prints of upgrade cards).

Each player must have their own set of measurement and movement rulers, tokens, ship, upgrade and damage cards. Players must have a minimum of 3 attack and defence dice each.

Each player must have 3 obstacle tokens and 3 satellite tokens.

DISCUSSION FORUM

Discussion will be on the WargamerAU forums at the following topic:
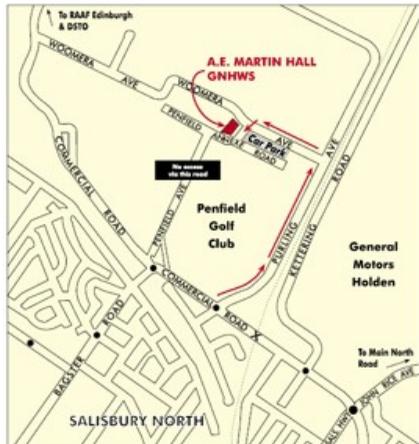SA Tournaments → Group North Events → Lightspeed, Episode 6

Updates will also be posted on the groups Facebook and Google+ pages.

LOCATION

Please note: Drive down Purling Avenue and take the first left, this will take you onto Woomera Ave. When you see the Arrow Manufacturing building turn left and the club is right next to the entrance.

Google Maps location.

How to find us . . .

. . . we look forward to seeing you